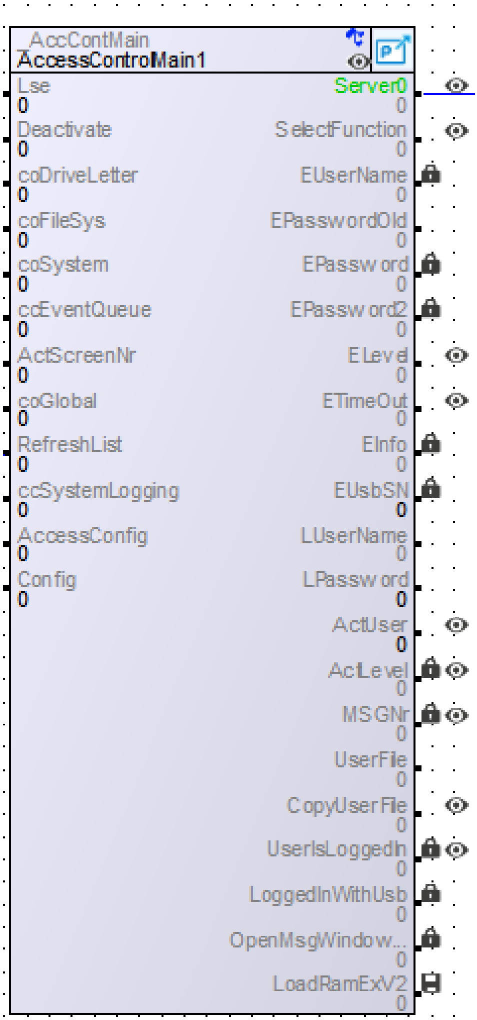
_AccContMain



This class administers the user data and logging in and out of users.

Interfaces

Servers

Server0	Inherited from the class _Global
SelectFunction	Server with Write method to trigger other methods: 1: AddUser() 2: DeleteUser() 3: ModifyUser() 4: Login() 5: Logout() 6: ShowUserData() 7: ChangePassword() 8: AddUsbSN() 9: AddUsbSNbyUser() 10: DelUsbSN() 11: clearSevers() 12: closeScreen() 13: Login with RFID card 14: Add RFID user
EUserName	User name for user management (string class)
EPasswordOld	Current password to identify users (string class)
EPassword	New password for user management (string class)
EPassword2	repeating the new password for checking (string class)
ELevel	Access control for user management
ETimeOut	Time with no activity, after which the user is logged out
EInfo	user information (string class)
EUsbSN	shows the serial number of the connected USB stick
LUserName	user name for logging in (string class)
LPassword	password for logging in (string class)
ActUser	shows the name of the currently logged in user (string class)
ActLevel	shows the level of the currently logged in user
MSGNr	Shows the current status of the user management. MsgNumbers are ENUMs, which define the according text in a text list in the LSE.
UserFile	name/path of the file for the user data (string class)
CopyUserFile	>0 ... Export user data < 0 ... Import user data = 0 No action

UserIsLoggedIn	shows if an user is currently logged in 0 ... no user logged in 1 ... an user is currently logged in
LoggedInWithUsb	Shows, if an user currently is logged in with an USB stick 0 ... no user logged in with USB stick 1 ... an user is currently logged in with USB stick
OpenMsgWindowSteps	Shows the status of the stepping mechanism that is responsible for opening the information windows.
LoadRamExV2	This server is set when importing an old user file if a new user file already exists. This ensures that the SRAM data is loaded correctly after restarting the software.

Clients

Lse	Inherited from the class _Global
Deactivate	If this client is set to 1, access control is deactivated and each user can access all screens.
coDriveLetter	Object channel to read the drive letter.
coFileSys	Object channel to operating system interface _FileSys (is created automatically)
coSystem	Object channel to the operating system interface System (created automatically)
ccEventQueue	Command channel to an object of the class _EventQueue
ActScreenNr	Connection to the current screen number
coGlobal	Object channel to an object of the class ProjectGlobal
RefreshList	Connection to the server UpdateList of class _AccContList. Is used to refresh the list.
ccSystemLogging	Command channel to an object of the class SystemLogging (optional)
AccessConfig	Bit 0: Behavior during LogOut 0 … Visualization switches to start screen 1 … Visualization stays at current screen
Config	When opening the alphanumeric keyboard, the bit0 of the Config server is checked here in an interface. If it is set to 1, a keyboard is opened, which can only be used to enter ASCII characters.

Global Methods

IF_WindowRun	Inherited method from the class _Global. In this method the file handling is managed.
IF_WindowEnd	Inherited method from the class _Global.
IF_ChkEnable	Inherited method from the class _Global.
IF_OpenTouchEditor	In this method, the keyboard is switched using the client config.
SetMsgNr	Writes a value to the server MSGNr based on an ENUM, which is used in the visualization to switch the text scheme on the information window. IN: dMSGNumber ... Number to be written to the server MSGNr.
AddUser	Creates a new user.
EditUser	Edits the selected user.
DeleteUser	Deletes the selected user.
Login	Login of a created user.
Logout	Logout of a created user.
ShowUserData	Provide user data, e.g. to edit the user in the visualization.
ChangePassword	Is used to change the password of an user. IN: bAdmin ... Defines whether this method has been called by a logged in user or by the user management (administrator). OUT: bRet ... FALSE: Password has not been changed. TRUE: Password has been changed.
AddUsbSN	Connects the serial number of the connected USB stick to the selected user.
AddUsbSNbyUser	Connects the serial number of the connected USB stick to the logged in user.
DelUsbSN	Deletes the connection of the selected user to an USB stick.
getUserDataByNr	Searches for an user according to the number and sets the input parameter pUser to the data of the found user. IN: udUserNr ... Number of the user to be searched for. IN: pUser …. Pointer to the data of the found user. OUT: retcode ... 0: OK -1: Error

getNumberOfUsers	Returns the number of users. OUT: udUsers ... Number of users.
RegisterAccessList	Method to register access lists. IN: pNewAccessList.. Thispointer of the new access list.
NewStick	Is called, when an USB stick is plugged in. It is searched for a connection of the USB stick to a user; if it exists, this user is logged in automatically. IN: pSerNum ... Serial number of the USB stick.
StickRemoved	Is called, when a connected USB stick is removed. If an user was logged in with the USB stick, this user is logged out. IN: pSerNum ... Serial number of the USB stick.
CreateAdmin	Creates an administrator user with the given data. IN: pUsername ... Name of the administrator. IN: pPassword ... Password of the administrator. IN: usLevel ... User level of the administrator. OUT: bSuccessfull ... FALSE: Administrator has not been created. TRUE: Administrator successfully created.
getTmpAdmin	Can be used to query whether a temporary admin is currently active or not.
setTmpAdmin	Can be used to re-enable the temporary admin if users are already created on the system. (Name: Admin, Password: Admin)
SetRFIDMsgNr	Is used by the _AccContRFIDLogin class to open windows for RFID messages.
GetActUser	With this method the logged in user can be read.
SetUserDataStrings	This method can be used to write various strings that are located in the complex network of the _AccContMain class. The method is used for RFID login to write the read data from the RFID card to the corresponding strings. StringSelection (Typ t_e_UserDataStrings): 0: Write to StrEditUserName string 1: Write to StrEditPasswordOld string 2: Write to StrEditPassword string 3: Write to StrEditPassword2 string 4: Write to StrEditInfo string 5: Write to StrLoginUserName string 6: Write to StrLoginPassword string
getUserDataByUser	This method can be used to read the user data from the buffer using the user name.

Private Methods

AccessControlMain	Constructor of the class, is used to initialize variables and servers. OUT: ret_code
SearchUser	Searched for an user according to the user name. IN: pBuffer ... Pointer to the memory, where the user is searched for. IN: pUserName ... Pointer to the user name, which should be searched for. IN: pUser ... Pointer to the user data, if they have been found. OUT: retcode ... -1: Error >= 0: OK
refreshUserFile	Triggers a stepping mechanism, which updates the file with the user data.
clearServers	Resets the servers.
SearchUserbyUsbSN	Searches whether an user is connected to the serial number of the plugged in USB stick. IN: pUser ... Pointer to the user data (if an user has been found). OUT: retcode ... -1: Error >= 0: OK
getUserToEdit	Searched for a user according to the position in the list and returns the data of the user. IN: udPos ... Position of the user in the list. OUT: pUser ... Pointer to the user data.
closeScreen	Switches to the main screen.
LogMyText	Help function to send a text via Command Channel to SystemLogging
SaveUsersToRamEx	Saves the current user list in the SRAM. It is used to save the times for login and logout.
GetLogTimesFromRamEx	Reads the data from a RamEx object after a restart of the control and writes the stored times for login and logout to corresponding users in the buffer.
ConvertV1UserData	The method converts a user file with the old format into a user file with the new format. This is done automatically after starting the control if a user file with version 1 is detected.
DeactiveAccessLevel	The method can be called via the NewInst to disable the access level control in the visualization.